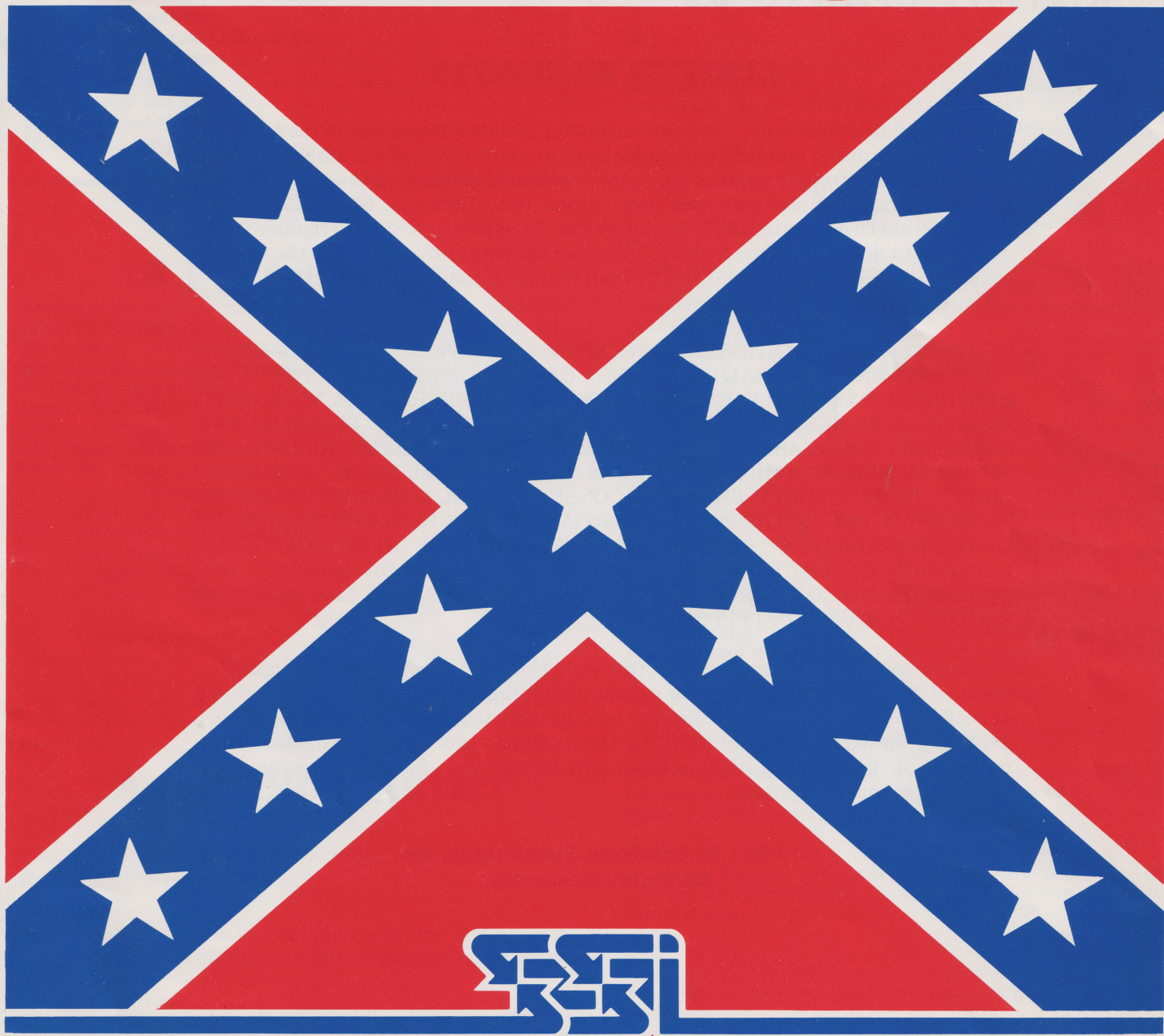


# THE BATTLE OF SHILOH™



STRATEGIC SIMULATIONS INC.

## RULE BOOK



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## 1.0 INTRODUCTION

Shiloh is a historical computer game simulating the Battle of Shiloh which took place during the American Civil War on April 6-7, 1862. The program allows you to recreate this famous battle assuming command of either Ulysses S. Grant's Union forces or A.S. Johnston's Confederate forces. You have the option of choosing either the computer or another player as your opponent. You can also play both sides or have the computer play against itself. The simulation contains the following features:

- Detailed Terrain Map
- Historical Units
- Attack/Defense Strategies
- Risk in Combat
- Morale
- Leadership
- Artillery
- Union Gunboats

The program gives you the option to save the game at the end of each turn. Careful attention to detail and accuracy truly makes Shiloh a tense and exciting game as the Confederates desperately drive on towards Pittsburg Landing.

## 2.0 GETTING STARTED

### 2.1

Please refer to the enclosed card and follow the instructions on starting a game.

### 2.2

When the program is loaded the computer will provide you with a menu listing your game options.

### 2.3

Shiloh begins at 8:00 AM on April 6, 1862 and ends at 3:59 PM on April 7, 1862. Each game turn represents one hour of actual time. There are a total of 20 game turns.

## 3.0 SEQUENCE OF PLAY

The game has been divided into several phases. Your input into each phase depends on which forces are controlled by you. The phases are listed below and are

explained in greater detail in later sections.

- A. Reinforcement/Replacement Phase
- B. Confederate Phase
  - 1. Movement Phase
  - 2. Confederate Artillery Phase
  - 3. Union Artillery Phase
  - 4. Confederate Combat Phase
- C. Union Phase
  - 1. Movement Phase
  - 2. Union Artillery Phase
  - 3. Confederate Artillery Phase
  - 4. Union Combat Phase
- D. Victory Condition Status Phase
- E. Save Game Phase

## 4.0 ZONES OF CONTROL

### 4.1

The six map positions surrounding a combat unit make up that unit's Zone of Control (ZOC). Whenever a unit enters an enemy ZOC the computer will end all further movement for that unit for the current turn.

### 4.2

A unit may move from one enemy ZOC to another enemy ZOC, but may not move any further for that turn.

### 4.3

Units may retreat/advance into an enemy ZOC. Upon retreat, the unit will lose a random number of combat points. When advancing, the unit must stop upon entering an enemy ZOC.

## 5.0 MOVEMENT

### 5.1

During the Movement Phase, you may move as many of your units as you desire. A unit begins each turn with a certain number of Movement Points (MP) which depends on the unit's morale, leadership, and a random factor. The higher the leadership and morale, the higher the MP will be.

### 5.2

See the Terrain Effects Chart. Each position on the map contains a specific type of terrain (i.e., field, hill, creek, etc.). Entering each position costs a unit a certain number of MP (e.g., to enter a field costs 1 MP, in comparison to 2 MP for entering a forest).

### 5.3

When a unit's MP reaches zero the computer will automatically end the unit's movement for that turn and proceed to the next unit. A unit cannot exceed its MP allowance. Example: if a unit had only 1 MP left it could not enter a forest which costs 2 MP.

### 5.4

If a unit moves adjacent to an enemy unit then the computer will end all further movement for that unit for the current turn.

### 5.5

Units are prohibited from moving off the map or across the Tennessee River. (Union units may cross using ferry movement.)

### 5.6

No stacking of units is allowed on the map during any phase.

### 5.7

The Confederate forces are not allowed a Movement Phase during the first turn.



## 5.8

During the Night turn all units have their MP halved.

## 5.9

Each player has two movement cycles in which to move his units during the Movement Phase. The first time, you may move units up to the MP allowance or until they enter an enemy ZOC. The second time, you may move units which still have remaining MP and have not entered an enemy ZOC.

## 5.10

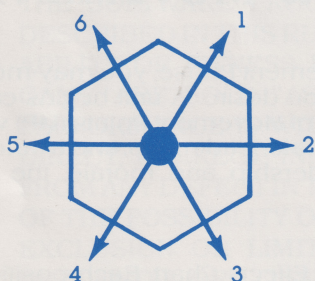
When a unit moves, the video screen will display the following information for each unit. Terrain and MP left are updated as you move.

**UNION BRIGADE-MILLER CP: 44**  
**LEADER: 4 MORALE: 4 KEYS(1-6) = MOVE UNIT**  
**E = END PHASE F = FINISHED(SKIP)**  
**TERRAIN: FIELD ★ MP LEFT: 6**

The above information shows that the Union brigade, Miller, has 44 combat points (CP), a leadership and morale value of 4, is located in a field, and has 6 MP left.

## 5.11

To move a unit, simply press the key, from 1 to 6, of the number which corresponds to the direction in which you desire to move. Example: If you press "2" your unit will move one position to the right on the map. If you are finished moving the unit, or decline to move it for now, press "F". You may end the Movement Phase at any time by pressing "E".



## 5.12

Whenever any unit moves, its combat points are displayed on the screen. Combat points are also displayed when units may be involved in combat. If the unit is controlled by a human player its true strength may be increased by 1-5 points in contrast to 1-15 points if controlled by the computer. Note that the unit will still fight with its true strength. The displayed modified value represents the "fog" of war in which a commander never really knows the exact strength of his own or his opponent's troops.

# 6.0 ARTILLERY

## 6.1

There are two Artillery Phases per turn. During each phase, both sides are allowed to bombard any enemy unit which is in the ZOC of a friendly unit.

## 6.2

The amount of artillery points available is dependent upon the turn and the casualties incurred. As you suffer more casualties the amount of artillery points available will be decreased. (It is assumed that the more losses sustained the more likelihood that artillery guns have also been lost.)

## 6.3

During the Artillery Phase the information below will appear on the screen:

### CONFEDERATE ARTILLERY PHASE

**(0) = NO ATTACK (1) = LIGHT (2) = MEDIUM**  
**(3) = HEAVY**  
**ARTILLERY POINTS: 8 ★ UNIT LOST 2 CP**  
**★ (HIT KEY)**

## 6.4

During the Artillery Phase, the computer will flash on the map all the enemy units (one by one) which can be bombarded. If you desire to bombard a given unit, press the key, from 1 to 3, which indicates the level of bombardment and also the artillery points expended for that level. If you do not wish to bombard that unit, press "0". A message will appear revealing how many CP the unit lost. Messages will also appear when units are eliminated/routed or when a leader is killed during the artillery bombardment.

## 6.5

The amount of losses is dependent on the level of the bombardment (light, medium, and heavy) and the type of terrain the enemy is in and also a random factor. Units defending in forests and hills will usually suffer lower losses.

## 6.6

After losses are displayed for a given bombardment you may hit any key to continue; or wait for a few seconds and the computer will automatically continue. (This holds true for any (HIT KEY) message.)

**UNION BRIGADE-MILLER CP: 44 LEADER: 4 MORALE: 4**  
**KEYS(1-6) = MOVE UNIT E = END PHASE**  
**F = FINISHED(SKIP)**  
**TERRAIN: FIELD ★ MP LEFT: 6**

### CONFEDERATE ARTILLERY PHASE

**(0) = NO ATTACK (1) = LIGHT (2) = MEDIUM (3) = HEAVY**  
**ARTILLERY POINTS: 8 ★ UNIT LOST 2 CP ★ (HIT KEY)**

# 7.0 COMBAT

## 7.1

All attacking units must be adjacent to the defending unit which is under attack. Attacking is completely voluntary. As many as six units may participate in any one attack.

## 7.2

Each defending unit is attacked separately. A unit can attack/defend only once per combat phase.

## 7.3

When a human player is attacking, the computer will flash on the map, one by one, each enemy unit eligible to be attacked. For each unit indicated, the computer will display the information in the format below:

**CONFEDERATE BRIGADE-TRABUE CP: 9**  
**LEADER: 3 MORALE: 4**  
**DO YOU WISH TO ATTACK THIS CONFEDERATE UNIT Y/N?**

If you wish to attack, press "Y"; otherwise press "N". If you press "N" the computer will continue to the next eligible unit. If "Y" is pressed the computer will display:

**UNION BRIGADE-SWEENEY CP: 99 LEADER: 6 MORALE: 6**  
**DO YOU WISH TO ATTACK WITH THIS UNION UNIT Y/N?**

When it asks the above question it will flash the candidate attacking unit. Press "Y" if you wish the unit to attack. The



computer will scan each of the six positions around an enemy unit to be attacked for friendly units, giving you the option to include each one in the attack.

## 7.4

After all of the attacking units have been selected, the computer will ask you to select one of four levels of risk and one of four attack strategies as shown below:

### ATTACKER'S LEVEL OF RISK

1 = DARING 2 = BOLD 3 = CONSERV. 4 = CAUTIOUS

### ATTACK STRATEGY

1 = ALL OUT ATT. 2 = MEDIUM 3 = PROBE 4 = RECON

## 7.5

If a human player is defending, then the computer will ask you to select one of four levels of risk and one of four defense strategies as shown below:

UNION BRIGADE-PEABODY CP: 34 LEADER: 3 MORALE: 3

### DEFENDER'S LEVEL OF RISK

1 = DARING 2 = BOLD 3 = CONSERV. 4 = CAUTIOUS

### DEFENSE STRATEGY

1 = COUNTERATTACK 2 = HOLD 3 = WITHDRAW  
4 = FULL RETREAT

## 7.6

After the levels of risk and the strategies are chosen, the computer will display at the bottom of the screen all of the attacking and defending units by brigade name. On the map itself all attacking units will be numbered from 1 to 6 and the defending unit will be shown as a "D". The names will remain for some seconds unless you press any key to continue. The combat results will then be displayed as follows:

DARING-MEDIUM VS BOLD-HOLD POSITIONS

ODDS 2.25 ATTACKER LOSSES 10 DEFENDER LOSSES 15  
TIME: .90 HR ★ DEFENDER RETREAT 2 HEXES ★ (HIT KEY)

In the example above, the attacker chose a "DARING" level of risk and a "MEDIUM" attack strategy. The defender chose a "BOLD" level of risk and a "HOLD POSITION" defense strategy. The odds are determined by dividing the total attacker's modified combat points by the defender's modified combat points. In the example, the attacker lost 10 combat points (to be distributed evenly among the attackers according to strength) and the defender lost 15 combat points. The battle took .90 hours of actual time. The defender will be required to retreat two hexes (or absorb additional losses).

## 7.7

The units' combat points are modified by terrain, morale, and leadership.

## 7.8

Battle time is a measurement of the time that the attacker had his forces in actual combat with the defender. Battle time is based on the attacker units' modified CP and their remaining MP. The closer the combined average of remaining MP is to 9, the closer the battle time will approach one hour. Battle time has a direct effect on the number of casualties suffered on both sides. The longer the battle rages, the higher the losses will be. Units which use all of their time moving will have less significant effect on the battle.

## 7.9

Losses are based on battle time, attack/defense strategies and levels of risk, the odds ratio, and a random factor. The defender's losses are also modified by the number of adjacent attacking units. (This bonus simulates the situation where the additional units are outflanking the unit.)

## 7.10

During the Combat Phase, you may receive various messages as a result of the combat situation and/or results:

### LEADER KILLED

UNIT CANNOT ATTACK DUE TO LOW LEADERSHIP/MORALE

UNITS DID NOT RECEIVE ATTACK ORDERS

LEADER ACTED ON HIS OWN INITIATIVE:

NEW STRATEGIES BOLD-WITHDRAW

UNIT ELIMINATED/ROUTED

## 7.11

The message,

UNITS DID NOT RECEIVE ATTACK ORDERS

appears during the combat phase if all eligible attacker's units have already attacked or the message is triggered due to a random factor which recreates the "fog" of war in which your units may not always receive your orders or follow them.

## 7.12

The first four turns of the game will result in more union casualties than normal in a given combat based on a random factor. This simulates the surprise the Union commanders and men experienced when they saw the advancing rebels on the morning of April 6. Movement is also halved the first four turns due to this surprise (for the human player only).

## 7.13

The 7:00 PM NIGHT turn of April 6 has special restrictions. Movement is halved and no combat or artillery bombardment is allowed.

# 8.0 RETREATS/ADVANCES

## 8.1

As a result of combat, units may be required to retreat/advance. If a unit does not retreat the full number of hexes required, the unit will suffer additional losses based on the remaining deficit and a random factor.

## 8.2

If the player is human he is asked to input a direction to retreat (1-6). Units are retreated in the same manner that they are moved in the Movement Phase.

## 8.3

If a unit retreats into an enemy ZOC it will suffer additional losses.

## 8.4

If you wish to end your retreat before the required amount, press "F". You will suffer additional losses.

## 8.5

Units cannot retreat off the map, onto the Tennessee River, or onto another unit.

## 8.6

After all retreats are carried out, the victorious unit(s) may advance. The first hex to be advanced into must be the enemy's vacated hex. After entering the hex the unit may advance into any other position. Note that if the attacker is retreated, the defender will be required to first advance into the attacker in the #1 position (If there is more than one attacker). The victorious unit(s) may advance the same number of hexes that the loser retreated. If the retreating unit is eliminated, the advance result is increased by one hex. If an attacker retreat is called for and one of the attacking units is eliminated or does not retreat, the full result of the advance is correspondingly increased or decreased.



## 8.7

The computer will retreat/advance its own units. The computer may not advance at all times, depending on a random factor and the strategic mode that it is currently in.

## 9.0 RISK AND STRATEGY OPTIONS

### 9.1

For each combat both sides must choose their level of risk and strategy.

### 9.2

The choice of each player has an impact on both sides' losses.

### 9.3

Generally speaking, the higher the risk the greater the impact of chance. This represents chance factors on the battlefield. Daring maneuvers may turn the battle or end in disaster.

### 9.4

The strategies chosen also have an impact on both players' losses. The strategy chosen will determine the extent of the player's commitment in the battle. The less the commitment, the less the extent of losses. The final impact on losses is the mixture of both players' strategies.

### 9.5

During the combat phase, after all strategies and risks have been chosen, a message will sometimes appear:

**LEADER ACTED ON HIS OWN INITIATIVE: NEW STRATEGIES: ...**

The new strategies which are randomly chosen by the computer will then be displayed. The odds of receiving this message depend on the risk level, strategy, and the morale/leadership value of the units involved. The higher the risk, the more intense the strategy; and the lower the morale/leadership, the greater the chances of the options being changed. A **DARING-ALL OUT ATTACK** order has a 30% chance of being changed if the m/l is 4.

## 10.0 MORALE/LEADERSHIP

### 10.1

Every combat unit has a morale and leadership rating which ranges from 1 to 9. One is poor and nine is good.

### 10.2

The morale/leadership ratings affect the combat points of every unit involved in combat. The ratings also affect the probability that orders will be carried out and affect the MP allowance given to a unit at the beginning of each turn.

### 10.3

Every time a unit is attacked there is a possibility that a leader will be killed. When a unit loses a leader a new one is selected — which may affect the leadership rating of the unit. Morale is also affected when a leader is killed.

### 10.4

Units may have their morale increased or decreased in the Combat Phase, depending on the combat results. Battle victories may result in one side losing a morale point and the other side gaining one. The greater the loss differential, the greater the chance for a change in morale to occur.

## 11.0 UNION GUNBOATS

### 11.1

There are two Union gunboats, the Tyler and the Lexington, which appear on the map in the Tennessee River close to the Pittsburg Landing site.

### 11.2

The gunboats will appear differently depending on the phase (see card with definitions of map symbols). They have a normal ZOC and stop all enemy units just as combat units do.

### 11.3

Presence of the gunboats may trigger artillery bombardment on adjacent Confederate units.

### 11.4

Confederate units may not attack the gunboats.

## 12.0 FERRY MOVEMENT

### 12.1

Only Union units that are on the opposite bank from Pittsburg Landing may utilize ferry movement. Note that movement from Pittsburg Landing is not possible.

### 12.2

Ferrying across the river costs 1 MP. Units will arrive at the Pittsburg Landing site.

### 12.3

If any unit occupies the site, no ferry movement will be allowed.

### 12.4

To use the ferry press "6" during your movement phase when in position on the bank edge. You will arrive on the Pittsburg Landing site.

## 13.0 REINFORCEMENTS/REPLACEMENTS

### 13.1

At the beginning of every turn the computer will check to see if any reinforcements/replacements are due. (See player's aid card.)

### 13.2

Reinforcements will automatically come on the map unless the hex is already occupied, in which case the unit will wait until a turn when the position is unoccupied.

### 13.3

Once casualties reach a certain point, replacements will be added to each unit. The amount of replacements is deducted from the total casualties when they appear and thus affects the score. Replacements are actually reconstituted losses. This simulates the rallying of troops and the regaining of stragglers.

## 14.0 VICTORY CONDITIONS

### 14.1

Victory status will be flashed at the end of each turn beginning with the 3:00 PM turn of April 7.

### 14.2

Victory is based on the differential of the Union to Confederate losses compared to what happened historically.



## 14.3

The following victory conditions are possible:

UNION STRATEGIC  
UNION OPERATIONAL  
UNION MARGINAL  
HISTORICAL (UNION VICTORY)  
CONFEDERATE MARGINAL  
CONFEDERATE OPERATIONAL  
CONFEDERATE STRATEGIC

## 14.4

Note that the score necessary to achieve a given victory status will change as time goes by.

# 15.0 SAVING THE GAME

## 15.1

Please refer to the player's aid card and follow the instructions under *Saving a Game in Progress*.

# 16.0 STRATEGY AND TACTICS

## 16.1

UNION PLAYER: Due to the low combat points of some of the front line units, the Union Player must retreat toward Pittsburg Landing, judiciously using the "WITHDRAW" and "FULL RETREAT" strategies along with moving back. Using the retreat strategies will lower the losses, and retreating in front of the Confederate line will result in less battle time and fewer casualties. Avoid losing battles where the casualty differential may be high, thus raising the Confederates' morale. Reinforce your southern flank, as this is the area where the Confederates are most likely to break through your line. At all costs keep the Pittsburg Landing site secure since this is the entry point of eight reinforcing brigades. When your reinforcements arrive and the Confederates begin their retreat, make up for lost time with your long-awaited offensive to regain those victory points.

## 16.2

CONFEDERATE PLAYER: Your ultimate objective is to smash the Union forces under Grant. To do this totally you must take the Pittsburg Landing site. You have eleven turns to do so before the Union forces arrive across the river. Waste no time in launching your offensive. Remember that surprise is on your side those first few turns. The Union southern flank is weak. Victory is dependent on turning that flank and marching into Pittsburg Landing in force. Do not worry about Union forces to your rear; however, avoid being surrounded. Eliminating units is a sure way to boost your score. Surround units where possible and use the "ALL OUT ATTACK" and "MEDIUM" strategies. Your level of risk selection will depend on how lucky you feel. If you fail to take Pittsburg Landing, withdraw to avoid excess losses, inflicting as many losses as possible against the Union.

# HISTORICAL COMMENTARY

Union advances along the Tennessee River in the winter of 1861-1862 dangerously approached vital rail lines of the Confederacy and laid the entire Tennessee Valley open to Union occupation. The Confederate Army (50,000 men) under Albert S. Johnston, forced into a position to counterbalance the Union invasion, decided to attack Ulysses S. Grant's Army of the Tennessee (40,000) encamped at Pittsburg Landing before he was joined by Don Carlos Buell's Army of the Ohio (50,000).

The Confederate Army managed to attack the Union outlining camps totally by surprise. Unfortunately the thick underbrush and deep stream ravines slowed and disorganized the Confederate advance. In spite of this the Confederates overran the Union left flank. The Union right held by the 5th Division commanded by W.T. Sherman wavered under the attack, but managed to hold their position and gradually retreated toward Pittsburg Landing after being reinforced by the 1st Division.

Meanwhile, Prentiss rallied near a peach orchard on the Union left flank. Reinforced by the 2nd and 4th Divisions, the Union forces formed a line bordering what was soon to be known as the "Hornet's Nest". The Confederates, directed by B. Bragg, assaulted the position head-on only to be repulsed time after time by the well positioned Union infantry and artillery. In the afternoon the Confederates, reinforced by the Reserve Corps, finally outflanked and surrounded the Union position. Late in the afternoon the surrounded forces under Prentiss surrendered (2,000 men). The Confederate Army lost its commanding general, A.S. Johnston, in the assault which left P. Beauregard nominally in charge.

The end of the afternoon found the Confederates exhausted at the outskirts of the Pittsburg Landing site. Grant had formed his final line around the landing. After the initial assault, the Confederates were withdrawn to campsites to the rear. Beauregard was confident of total victory the following day.

During the night, Grant was reinforced by the 3rd Tennessee Division and Buell's Army of the Ohio (three divisions). The next day the reinforced Union army drove the surprised Confederates back across the fields.

Both sides claimed victory, but Bruce Catton aptly describes the result in his book, *This Hallowed Ground*:

"On paper, Shiloh was a draw; actually it was one of the decisive battles of the war. It was a battle the Confederacy simply had to win. For it had been a blow struck to restore a disastrously lost balance, a desperate attempt to re-establish the Confederate frontier in the Kentucky-Ohio Valley. It had failed, and the fact that it had come close to being a dazzling victory did not offset the failure ..."

# 18.0 ACKNOWLEDGEMENTS

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**Customized Disc Operating System** — Roland Gustafsson





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